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9	15	asynchronous and (data adj packet) and ((transnmit or master) adj clock) and (framing adj sequence)	USPAT	2004/02/12 13:19
10	18	asynchronous and (data adj packet) and ((transmit or master) adj clock) and (framing adj sequence)	USPAT	2004/02/12 13:20
11	18	asynchronous and (data adj packet) and ((transmit or master) adj clock) and (framing adj sequence) and serial\$3	USPAT	2004/02/12 13:25
12	0	asynchronous and (framing adj sequence) and recover and clock and serial and (two adj transmit adj clock adj periods)	USPAT	2004/02/12 13:27
13	21	asynchronous and (framing adj sequence) and recover and clock and serial	USPAT	2004/02/12 13:32
14	0	two adj transmit adj clock adj periods	USPAT	2004/02/12 13:33
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41 A structural view of the Cedar programming environment

77%

 Daniel C. Swinehart , Polle T. Zellweger , Richard J. Beach , Robert B. Hagmann

ACM Transactions on Programming Languages and Systems (TOPLAS) August 1986

Volume 8 Issue 4

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

42 The Alpine file system

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 M. R. Brown , K. N. Kolling , E. A. Taft

ACM Transactions on Computer Systems (TOCS) November 1985

Volume 3 Issue 4

Alpine is a file system that supports atomic transactions and is designed to operate as a service on a computer network. Alpine's primary purpose is to store files that represent databases. An important secondary goal is to store ordinary files representing documents, program modules, and the like. Unlike other file servers described in the literature, Alpine uses a log-based technique to implement atomic file update. Another unusual aspect of Alpine is that it performs all commu ...

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Christoph Lindemann , Axel Thümmler , Alexander Klemm , Marco Lohmann , Oliver P. Waldhorst

Proceedings of the third international workshop on Software and performance July 2002

In this paper, we propose extensions to UML state diagrams and activity diagrams in order to allow the association of events with exponentially distributed and deterministic delays. We present an efficient algorithm for the state space generation out of these UML diagrams that allows a quantitative analysis by means of an underlying stochastic process. We identify a particular stochastic process, the generalized semi-Markov process (GSMP), as the appropriate vehicle on which quantitative analysi ...

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 Thomas Kunz , Michiel F. H. Seuren
Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research November 1997
 Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 [Trunking of TDM and narrowband services over IP Networks](#) 82%
 James Aweya
International Journal of Network Management January 2003
 Volume 13 Issue 1
 The recent interest in IP as the vehicle for transporting TDM and narrowband services stems from the possibility of using a common transport network for voice, video, and data, and the flexibility with which new services can be introduced. A key step in the evolution of networks towards a 'broadband' IP-based environment is the 'graceful' interworking of the IP networks with the existing networks and services, particularly with the circuit switched telephone network. A &I ...

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ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1999 ACM SIGMETRICS international conference on Measurement and modeling of computer systems May 1999
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Singh, R.; Singh, M.;

Information Technology Conference, 1998. IEEE , 1-3 Sept. 1998

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2 An asynchronous 2-D discrete cosine transform chip

Smith, R.; Fant, K.; Parker, D.; Stephani, R.; Ching-Yi Wang;

Advanced Research in Asynchronous Circuits and Systems, 1998. Proceedings.

1998 Fourth International Symposium on , 30 March-2 April 1998

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3 The architecture of MAIN-ONU for FTTC-based access-network

Jong Oh Kim; Byung Do Ko; Jae Geun Kim;

Communications, 1999. APCC/OECC '99. Fifth Asia-Pacific Conference on ... and

Fourth Optoelectronics and Communications Conference , Volume: 1 , 18-22 Oct. 1999

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4 An AAL design for circuit emulation with signalling function

Sun Kang; Jongarm Jun; Hun Kang;

Communication Technology Proceedings, 1996. ICCT'96., 1996 International

Conference on , Volume: 2 , 5-7 May 1996

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1 A 622-Mb/s bit/frame synchronizer for high-speed backplane data communication

Yoshimura, T.; Kondoh, H.; Matsuda, Y.; Sumi, T.;
Solid-State Circuits, IEEE Journal of, Volume: 31, Issue: 7, July 1996
Pages:1063 - 1066

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2 Single-chip 622-Mb/s SDH/SONET framer, digital cross-connect and add/drop multiplexer solution

Baechtold, P.H.; Beakes, M.P.; Buchmann, P.; Clauberg, R.; Ewen, J.F.; Gilsdorf, J.F.; Hauviller, P.; Herkersdorf, A.; Le Garrec, J.-C.; Lemppenau, W.; Parker, B.; Pearson, D.J.; Pereira, J.M.; Plassat, D.; Reynolds, S.K.; Schindler, H.R.; Steimle, A.; Webb, D.J.; Widmer, A.X.;
Solid-State Circuits, IEEE Journal of, Volume: 36, Issue: 1, Jan. 2001
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